

The background of the cover art depicts a city under attack. On the left, a large, dark, armored robot with glowing white eyes looms. In the center, a massive gun barrel points upwards. On the right, a green robot with a red eye is visible. The sky is filled with flying insect-like enemies and a bright, fiery explosion in the upper right corner. The title 'EARTH DEFENSE FORCE 2025' is prominently displayed in the center, with 'EARTH DEFENSE' in silver and 'FORCE 2025' in red. Below the title, the Japanese text '地球防衛軍' is written in white on a red banner.

EARTH DEFENSE FORCE 2025 地球防衛軍

INSTRUCTION MANUAL

TABLE OF CONTENTS

> WARNING: PHOTOSENSITIVITYEPILEPSY/SEIZURES	03
> STORY	04
> SOLDIER CLASSES	05
> CONTROLS	06
> GAME SCREEN	08
> VEHICLES	08
> ONLINE MISSION MODE	12
> VS. MODE	13
> TIPS / STRATEGY HINTS	13
> ONLINE SETUP	14
> CUSTOMER SUPPORT SERVICE	15

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

3D TV DISCLAIMER:

PS3 system software v3.30 or higher, HD 3D television with compatible 3D active glasses and highspeed HDMI cable (sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details.

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

When using any 3D enabled device with your PlayStation®3 system you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PS3™ and its peripherals.

Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.



THE STORY:

2013: Scientists on Earth discover cryptic communications from deep space, which finally prove we are not alone in the universe. From what could be deciphered from these messages, it seemed that the Earth would soon have visitors. Prominent leaders hope that our newly found Universal brethren would be benevolent and that we could live in peace.

2015: After many failed attempts to contact the originators of these communication signals, a decision is made to form the Earth Defense Force or EDF, as a contingency plan.

People believed that visitors would appear. They would be discrete, benevolent and wise. No one knew what would become until 2017...

2017: Our worst fears came to light as waves of aliens, dubbed the Ravagers, swarmed and threatened to overtake our planet. The EDF was deployed.

June 2017: Spacecrafts come flying in from outside the Solar System, starting a violent attack against humanity. The EDF call these alien life forms as ravagers and initiate a counter attack. The ravagers begin to drop terrible and dangerous giant organisms throughout the earth attacking the human race.

These huge creatures dug holes underground creating a nest in the depths of the earth, multiplying in number by day. The ravagers would drop unknown weapons one after another. It was obvious that the humans were outnumbered. The world was going to be destroyed eventually as it was not possible to overturn the deteriorating situation of war.

However the EDF will stand up as the last line of defense. The infantry will attack upon the enemy, Mothership. It was a rash strategy that should not have been successful. However that day humanity sees the largest victory known to them.

After a fierce battle, the Elite troops Storm was able to release a fatal blow to a vital area of the Mothership. The Mothership slowly fell to the ground after its explosion.

The Ravagers who had lost their Mothership had no choice but to leave the Earth. The universe sang songs of victory as they heard news of the Ravagers' withdrawal. A year after conquering the Mothership, humanity rejoiced after the last giant creature was defeated in Arizona. The reconstruction of civilization began.

The scars of battle were big, but ironically the technology that the species left behind resulted in helping reconstruct civilization. Humans enjoyed the peace while absorbing the wisdom from space. Eight years went by after the Mothership sunk. Just as humanity thought they regained all the prosperity, it happened. On June 28, 2025 an emergency occurred. Deep underground, a catastrophe was progressing.

WHAT IS THE EDF?

E.D.F

EDF is the Earth Defense Force. In other words it is formed from the armies of all nations of Earth. When mankind was aware of other life forms outside of the earth, they formed an extra-judicial military beyond the framework of the state to prepare for a crisis.

After fighting with the Ravagers, its military power was further strengthened. In preparation for the fight against the giant creatures, a number of weapons were developed and deployed, to the point where now some say they are ready to fight neck and neck with these creatures. The human race is guarded by a military organization of unprecedented scale.

PLAYER/HERO

E.D.F

The player is the captain of EDF's infantry and special guerilla team Storm. The Storm squadron specializes in lightning-fast assaults and missions that required specialized skill sets. Participate in various missions and please lead our allies to victory.

SOLDIER CLASSES

E.D.F

The main character is part of the infantry division which is made up of the four soldier classes. The player can choose from the four soldier classes. Soldier classes can be chosen in the "Class / Equipment" area of the menu.

> Ranger

The Ranger is an infantry soldier. Experts at combat, they are able to handle a variety of weapons. As they can handle many situations, their existence is at the core of infantry troops.

- First time EDF players are recommended the Ranger class for its high combat power and ease of use.



> Wing Diver

The Wing Diver is an all Female Special Forces unit, equipped with wings and the "Special Technology" super weapons that were produced by the giant creatures.

- Though they have high combat power and are able to move around with high-speed, when struck their energy (armor) will drop, being a weakness for this class.



> Air Raider

The Air Raider is a soldier class that can induce an air support. Their mission is to destroy the enemy by requesting air raids to instruct point of attack when calling for air support.

Firing the Howitzer, instruction on firing off cruise missiles, providing life support as well as requesting transport vehicles are the Air Raider's duty.



- This is an intermediate branch of the army. Due to the nature of this class being teammate support oriented, this soldier class is great for multiplayer gameplay. It's best to select this character class after becoming familiar to the game to some extent.

Reload Credit

Air Raiders can request vehicles and call for air strikes. In order to reload additional vehicles and air strikes upon use, you must obtain credits. These credits are obtained based on the number of enemies that you defeat. When another player on your team defeats an enemy, that will also count towards your credits. It is important to be helping your allies.

> Fencer

The Fencer is a dual wielding soldier class with a power frame and armor that can hold extremely heavy equipment. The benefits of the power frame are also that this character class can hold two sets of weapons, one on the left arm and the other on the right allowing the player to use both weapons at the same time.

- The Fencer is part of the senior branch. As the method of operation is different from any other soldier class, it is necessary to learn various techniques. If practiced thoroughly, one can demonstrate amazing strength, but to master it is not easy.



Fencer Controls

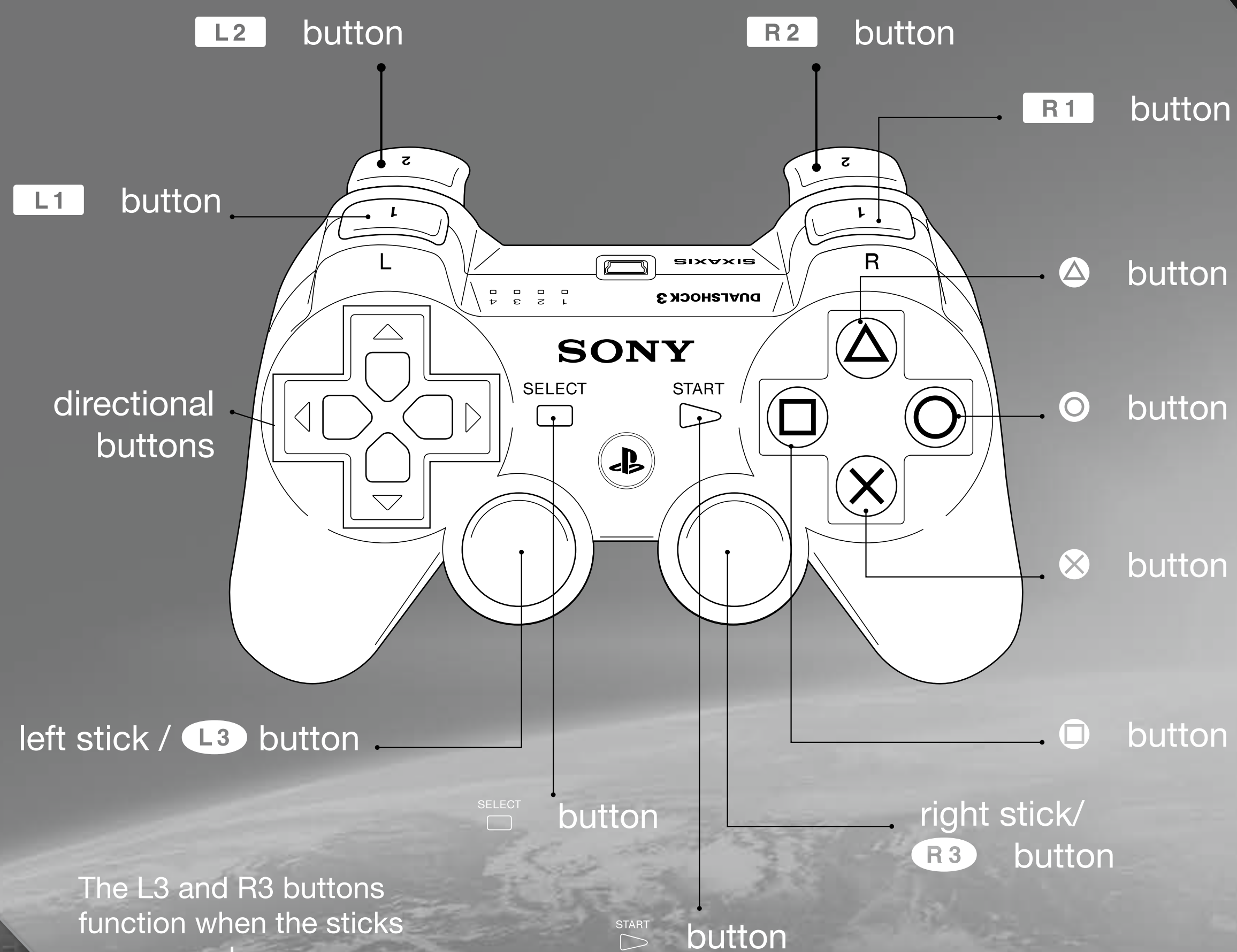
The controls for Fencers are different compared to any other class. Dual wielding weapons in both hands, at the same time (or continuously) they will be able to use their weapons. In addition, with a press of a button, you can swap out the current weapon set to another weapon set. In other words, you will have a total of 4 weapons to carry out in battle.

The 2nd Function

Weapons of the Fencer class will sometimes have a "second function". For example, the Vibro Hammer held in the right hand held to attack will strike, but when held in the equipment use hand- it will act as a Thruster Dash instead.

CONTROLS

DUALSHOCK®3 wireless controller



The game will auto save. Please do not turn off while saving.

RANGER, WING DIVER, AIR RAIDER CONTROLS

Technical and Normal Operation

These can be changed at any time during the game.

Technical Controls - Standard

left stick	Move
right stick	Control Camera
L1 button	Jump (Wing Diver- Hold down to fly)
L2 button	Zoom/Start up
R1 button	Attack
R2 button	Switch Weapons
□ button	Reload
L1 button (while moving left)	Left Side Emergency Avoidance (Ranger and Air Raider only)
L1 button (while moving right)	Right Side Emergency Avoidance (Ranger and Air Raider only)
SELECT button	Enter/Exit Vehicle, Rescue Downed Soldier (Multiplayer Only)
START button	Display Pause Menu
directional buttons	Chat Input (Multiplayer Mode Only)

Normal Controls - Does not utilize the right stick

left stick	Move
L1 button	Parallel movement to the left
L2 button	Reload
R1 button	Parallel movement to the right
R2 button	Zoom/Start up
□ button	Attack
× button	Jump (Wing Diver- Hold down to fly)
△ button	Hold down to shoot enemy in the sky (Anti-air Attack)
○ button	Switch Weapons
× button (while moving right)	Right Side Emergency Avoidance (Ranger and Air Raider only)
× button (while moving left)	Left Side Emergency Avoidance (Ranger and Air Raider only)
SELECT button	Enter/Exit Vehicle, Rescue Downed Soldier (Multiplayer Only)
START button	Display Pause Menu
directional buttons	Chat Input (Multiplayer Mode Only)

FENCER CONTROLS

E.D.F

These are Fencer specific controls. They are not divided into Technical and Normal Operation.

left stick	Move
right stick	Control Camera
L1 button	Attack (Left Hand)
L2 button	Equipment Use (Left Hand)
R1 button	Attack (Right Hand)
R2 button	Equipment Use (Right Hand)
⊗ button	Jump
△ button	Switch Weapons
□ button	Reload
SELECT button	Enter/Exit Vehicle, Rescue Downed Soldier (Multiplayer Only)
START button	Display Pause Menu
directional buttons	Chat Input (Multiplayer Mode Only)

POWER GAUGE (FENCER)

E.D.F

A type of weapon exists where holding down the attack button will save up power, like the Vibro Hammer. As you hold down the button the power gauge will rise. When you release the button, it will attack in response to the strength of the power.



ENERGY GAUGE (WING DIVER)

E.D.F

Displays the remaining amount of energy left in the Plasma Generator. If using flight unit and optical weapons, the energy gauge will deplete. The Wing Diver weapons receive energy from the Plasma Generator. With time the gauge will recover its energy, however when the gauge is down to zero the unit will change to “Emergency Charge Mode”. During this mode, the gauge will charge the energy in a short time but the player will be defenseless.



PLASMA GENERATOR (WING DIVER)

E.D.F

Plasma Generators are necessary for Flight Units and Rapier as it provides energy to operate them. Most of the Wing Diver's equipment depends on the Plasma Generator to function. Reloading is different from other soldier classes as the energy supply will fulfill both weapons that the Wing Diver has. For instance, if both the Rapier and Pandora were brought into battle, while utilizing the Rapier in combat the Pandora will be charging as well.

*For other soldier classes, only the weapon that is being used will reload.



GAME SCREEN

VEHICLES

Armor Gauge:

This will show the health of the player. Underneath the current armor gauge the maximum armor will be displayed.

Radar:

Displays the location of enemies and items from the perspective of the player.



Reticule:

Will fire in the direction you are pointing to.

Weapon Icon:

Will display the current weapon equipped. Under the icon, the "name of the weapon", "number of existing bullets" and "maximum number of bullets" will be displayed. When the bullet count goes down to 0, it will reload automatically.

CHECK THE RADAR

Red: Enemy
Green: EDF Soldier
Yellow: Vehicle
White: Civilian

The alphabet that is displayed is another player. The letter of the alphabet indicates the soldier class. Bombing areas will also be displayed. For vehicles that can accommodate up to 2 people, it will show 2 blue circles, and depending on which circle you are in determines where you will ride the vehicle from.



ENERGY GAUGE (WING DIVER)

If you push the **SELECT** button in front of a vehicle, you can jump in and out of it. Vehicles that player can ride will show an illuminated blue circle in front of the door. Please enter the blue circle and press the **SELECT** button. For vehicles that have over 2 players, a blue circle will be visible. Depending on which circle you stand determines where you enter from. For example, the E651 Titan has 3 blue circles that separate the driver, the gunner (right) and the gunner (left).

SOLDIER CLASSES THAT CAN SIT ON THE DRIVER'S SIDE

Air Raider and Ranger are the only classes that can operate a vehicle. These two classes are able to take the driver's seat as well as sit in the gunner's seat. The Wing Diver and Fencer are able to sit on the passenger side and/or gunner's seat but cannot operate the vehicle.

ARMORED VEHICLE GRAPE (UP TO 4 PLAYERS PER VEHICLE)

This is an armored vehicle. Besides the pilot, there are rear compartments for up to three troops. The main role of this vehicle is to take troops to the battlefield. Other than its basic use as a troop carrier, it also has a turret on the top so it does have significant combat ability.

Driver Seat Controls

left stick	Move
left stick (Opposite direction of movement)	Break
right stick	Move Turret
R1 button	Attack 1 (Example: Howitzer)
X button	Hand Break
SELECT button	Get Off Vehicle



Backseat for Troops

right stick	Control View From Inside the Vehicle
SELECT button	Get Off Vehicle

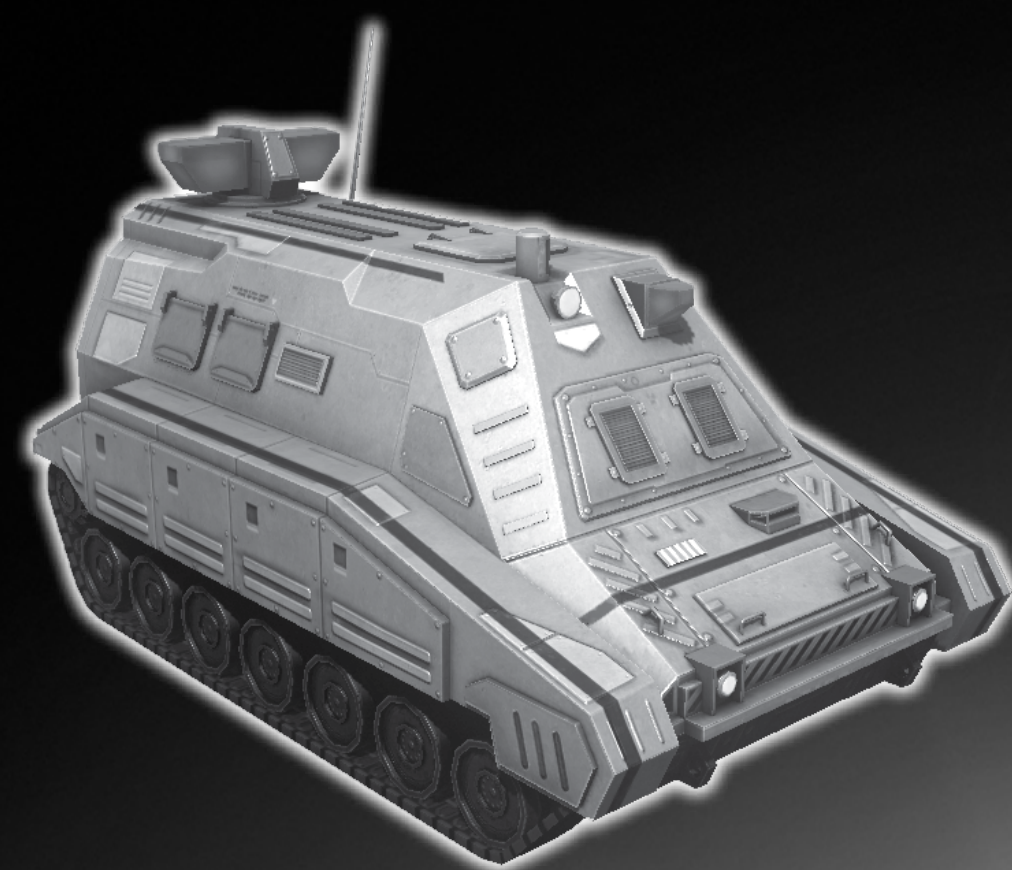


CARAVAN ARMORED VEHICLE (UP TO 4 PLAYERS PER VEHICLE)

This is a support vehicle for the healing of troops. It is designed to be used on the battlefield so it is protected by thick armor. Other than the pilot, there are rear compartments for up to three troops. While in the treatment room, armor will recover piece by piece as treatment occurs. It has no combat ability, but it can play an active part on the battlefield.

Driver Seat Controls	
left stick	Move
left stick (Opposite direction of movement)	Break
<small>SELECT</small>  button	Get Off Vehicle
Treatment Room	
right stick	Control View From Inside the Vehicle
<small>SELECT</small>  button	Get Off Vehicle

*Armor will slowly recover while on board.



NAEGLING SELF-PROPELLED ROCKET (1 PLAYER PER VEHICLE)

A vehicle with a Homing Rocket Cannon installed. The rockets have a homing feature so that they can directly target enemies. When a target is within the sight, it will lock-on. It is possible to lock-on to several enemies. This guided rocket is one of the trump cards that the EDF developed after many battles with the Ravagers.

left stick	Move
left stick (Opposite direction of movement)	Break
right stick	Move Turret
R1 (During Lock-On)	Attack 1 (Guided Rocket Artillery)
<small>SELECT</small>  button	Get Off Vehicle

*This missile type will lock-on automatically when it captures a nearby enemy.



E551 GIGANTUS (1 PLAYER PER VEHICLE)




This is the main combat vehicle of the EDF. Their main cannon is a 105mm Howitzer. It has been developed for battle against giant insects, and so attack range has been prioritized over penetration power. It fires charges which detonate on impact, causing damage to a wide area.

left stick	Move
left stick (Opposite direction of movement)	Break
right stick	Move Turret
R1 (During Lock-On)	Attack 1 (Example: 120mm Howitzer)
<small>SELECT</small>  button	Get Off Vehicle



SDL1 (UP TO 2 PLAYERS PER VEHICLE)

This is a military bike. One person can ride in the bike, and one person can ride in the sidecar. The side car is equipped with a Machine Gun, and it is possible to attack in a wide angle to the front. Its destructive power is high. It has excellent mobility and agility, and with room for two troops, it should be a powerful force in combat.

Bike	
left stick	Move
left stick (Opposite direction of movement)	Break
 button	Hand Break
<small>SELECT</small>  button	Get Off Vehicle
Sidecar	
right stick	Move the Machine Gun
R1 button	Attack 1 (Example: Machine Gun)
<small>SELECT</small>  button	Get Off Vehicle



EPSILON ARMORED RAILGUN (UP TO 3 PLAYERS PER VEHICLE)

Driver Seat Controls

left stick	Move
left stick (Opposite direction of movement)	Break
right stick	Move Turret
R1 button	Attack 1 (Example: Railgun)
<small>SELECT</small> button	Get Off Vehicle

Gunner Seat (Left and Right)

right stick	Move the Machine Gun
R1 button	Attack 1 (Example: Machine Gun)
<small>SELECT</small> button	Get Off Vehicle

This vehicle is equipped with a state-of-the-art electromagnetic launcher (Railgun). It has accelerated shells and rapid fire with the electromagnetic launcher. The shells can penetrate objects and inflict damage on many enemies. It also has a right and left Machine Gun on the rotating turret. It is possible to prevent giant creatures from approaching by utilizing gunfire.



E651 TITAN (UP TO 3 PLAYERS PER VEHICLE)

Driver Seat Controls

left stick	Move
left stick (Opposite direction of movement)	Break
L1 button	Attack 1 (Example: Machine Gun)
R1 button	Attack 2 (Example: Requiem Gun)
<small>SELECT</small> button	Get Off Vehicle

Gunner Seat (Left and Right)

right stick	Run Sub-Gun
L1 button	Attack 1 (Example: Grenade Discharger)
R1 button	Attack 2 (Example: Howitzer)
<small>SELECT</small> button	Get Off Vehicle

This huge combat vehicle is 25 meters long. It is a moving fortress developed for land combat against the giant insects. It is the strongest force in the EDF. It has a main battleship-class cannon and two rotating turrets. The vehicle has thick armor and impressive defense capabilities. But this makes it heavy, and reduces its mobility.



EF24 BAZELART (1 PLAYER PER VEHICLE)

This is the main helicopter to attack for the EDF. It is still being used since it was deployed eight years ago, but it has been enhanced and its performance is improved. It is equipped with fixed Machine Guns on the right and left and is equipped with Missiles. When a target is within the sights (red square), it will automatically lock-on.

left stick	Move
right stick	Change Direction
L1 button	Ascend
R1 button	Attack 1 (Example: Missile)
R2 button	Attack 2 (Example: Cannon)
<small>SELECT</small> button	Get Off Vehicle

*This missile type will lock-on automatically when it captures a nearby enemy.



EF31 NEREID

This is a ground support helicopter. A state-of-the-art weapon developed to exterminate the giant insects. The Auto-acquisition Auto cannon can detect enemies within the angle of fire and it will automatically target them. The ground support capability is overwhelming as it can reliably exterminate enemies below. However, it is limited to a lower firing angle as it is a ground support weapon and it cannot handle enemies above. Also, it is equipped with a discharge-type loud Rocket Cannon. The overall combat power far exceeds the Bazelart.

left stick	Move
right stick	Change Direction
L1 button	Ascend
R1 button	Attack 1 (Example: Automatic Capture Auto Cannon)
R2 button	Attack 2 (Example: Rocket Gun)
<small>SELECT</small> button	Get Off Vehicle



*This missile type will lock-on automatically when it captures a nearby enemy.



HU04 BRUTE (UP TO 3 PLAYERS PER VEHICLE)

A large attack helicopter that is equipped with a large caliber machine gun. It is basically a flying fortress. Equipped with Dauntless Heavy Guns on the left and right, it can fire armor-piercing ammunition and one shot can hit many enemies. There are gunner's seats located on the left and right as well to operate this weaponry. The one disadvantage of having this heavy weaponry is that they cannot be used if you don't have a gunner.

Driver Seat	
left stick	Move
right stick	Change of Direction
L1 button	Ascend
<small>SELECT</small> button	Get Off Vehicle
Gunner Seat (Left and Right)	
right stick	Move the Machine Gun
R1 button	Attack 1 (Example: Baby Auto Cannon)
<small>SELECT</small> button	Get Off Vehicle



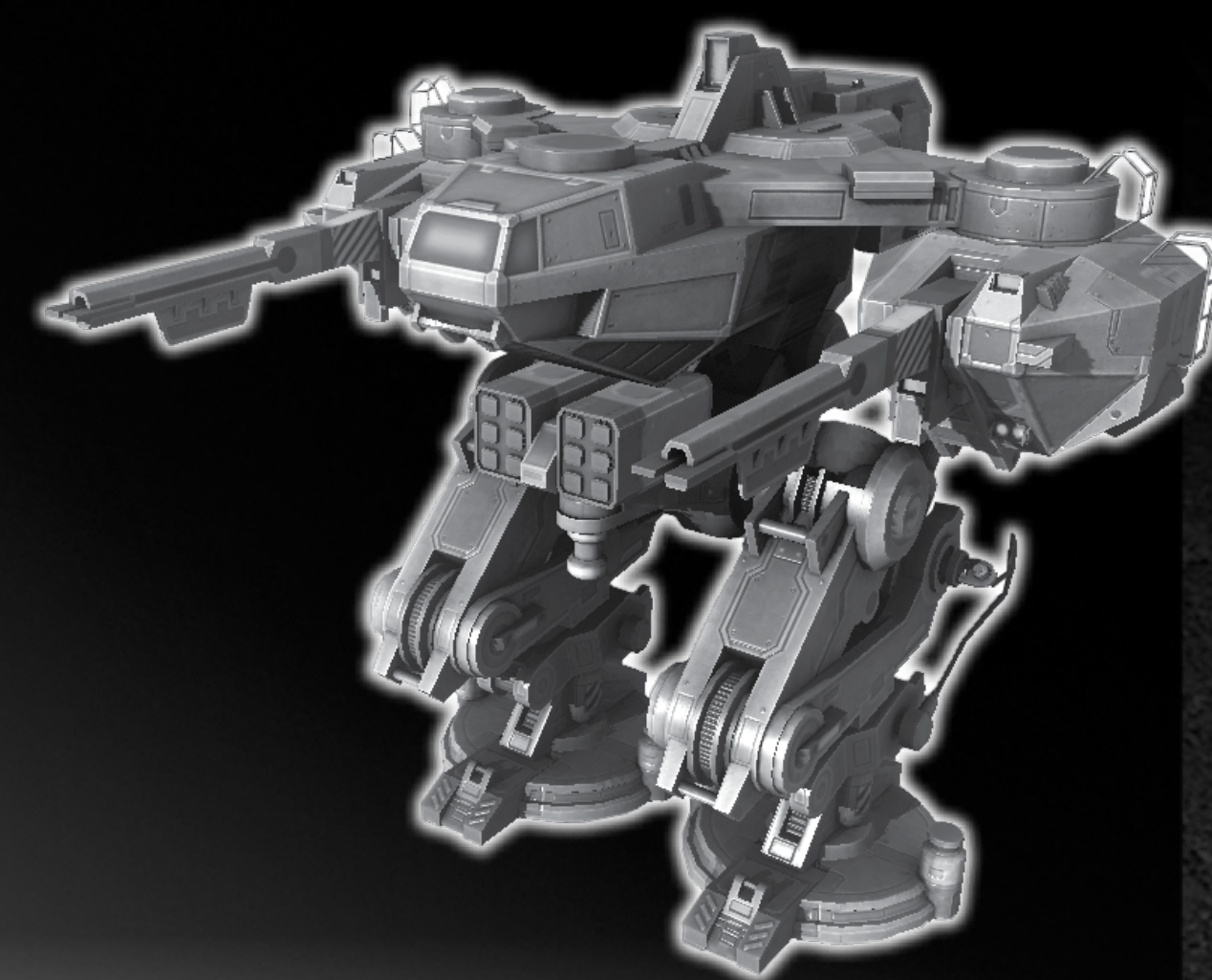
BMX10 PROTEUS

A giant humanoid battle machine. It is one of the trump cards for the EDF's land battles. It does not have the greatest mobility because of its large size, but the large weaponry offers impressive destructive power. It has special plate armor all over its body, so its defensive capabilities are much higher than a tank. It can carry a large amount of ammo. It is a walking fortress with excellent combat ability. But it is necessary to have four people to make use of its potential. One person must be a pilot. So you need to have gunners if you want to attack.

Driver Seat	
left stick	Move
right stick	Change of Direction
X button or L3 button	Jump
<small>SELECT</small> button	Get Off Vehicle
Gunner Seat (Center)	
right stick	Move Aim
R1 (with auto-lock on)	Attack 1 (Example: Missile)
<small>SELECT</small> button	Get Off Vehicle

*This missile type will lock-on automatically when it captures an enemy nearby.

Gunner Seat (Left and Right)	
right stick	Move Machine Gun
R1 button	Attack 1 (Example: Buster Cannon)
<small>SELECT</small> button	Get Off Vehicle



BM03 VEGALTA

The latest, elite humanoid battle machine. This is the BM02 predecessor of the Vegalta that was used in the 2017 war. It is further enhanced, its lighter weight and its operation performance is improved. It has a Revolver Cannon on the right arm with excellent firing rate. It has a Rocket Cannon equipped on its left arm. It is practical in many uses because of the multiple weapons with excellent firepower and different purposes. After jumping, pressing the jump button again will activate the jet thrusters. Flight is possible for short periods of time.

left stick	Move
right stick	Change Direction
L1 button	Attack 1 (Example: Rocket Gun)
L2 button	Attack 2 (Example: Missile Pod)
R1 button	Attack 3 (Example: Revolver Cannon)
R2 button	Attack 4 (Example: Shoulder Howitzer)
X button or R3 button	Jump
X button or R3 button (in-air/while jumping)	Flight
<small>SELECT</small> button	Get Off Vehicle



*This missile type will lock-on automatically when it captures an enemy nearby.



ONLINE MISSION MODE

When Online Mission Mode is selected, after selecting the number of players, you will be taken to the Lobby screen.

Here, you can choose to create a room and recruit participants or search for the room of another player and participate.



PARTICIPATE IN A ROOM CREATED BY ANOTHER PLAYER

On the Lobby screen, a list of rooms created by other players is displayed. Find a room you would like to join and select it.

By selecting "Refresh", the most recent status will be displayed. As time passes, new rooms will be created and old rooms may disappear, so update the list every once in a while.

To search for rooms which meet certain criteria, follow the steps below.

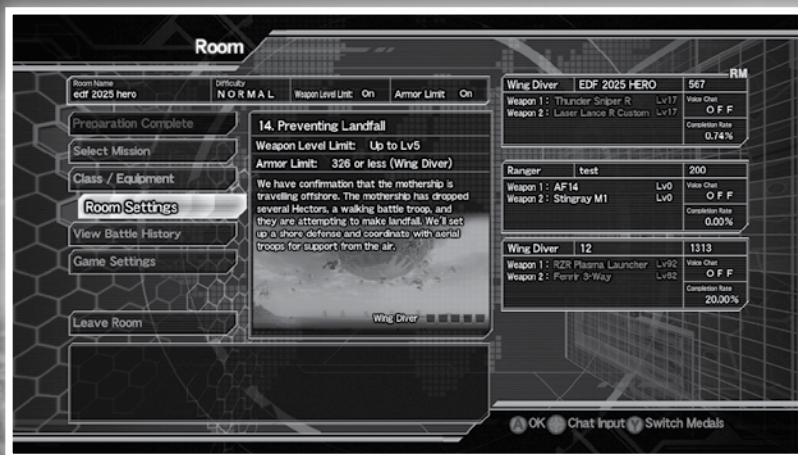
- 1. Select "Search for a Room".
- 2. Room searches can be conducted in the following 2 ways:
 - Search by room name: Enter a room name to search for rooms with that same name.
 - Search by setting criteria: Set criteria such as difficulty level to search for matching rooms. When using a mission as the criteria, 5 missions before/after will be the range for the search.

Mission	Select a mission, and list rooms only within 5 missions before/after that one.
Difficulty	Select a difficulty level and display only matching rooms.
Weapon Level Limit	Select "ON" or "OFF" and display only matching rooms.
Armor Limit	Select "ON" or "OFF" and display only matching rooms.

CREATE A ROOM AND RECRUIT PARTICIPANTS

In Online Mission Mode, one person will become the "Host", create a room, and invite others to participate.

- Only the host can change "Room Settings".
 - Only the host can select the "Mission" and "Difficulty".
 - Only the host can select to retry a mission or retreat during the mission.
1. Select "Create Room".
 2. The room creation screen will be displayed. Select things like game play content and who you would like to recruit, and then select "Create Room".
 - Mission: Select the mission. This can be changed even after the room is created.
 - Difficulty: Choose the difficulty level. This can be changed even after the room is created.
 - Weapon Level Limit: By fulfilling certain criteria, the weapon level limit setting will be able to be turned ON/OFF.
 - Armor Limit: By fulfilling certain criteria, the armor limit setting will be able to be turned ON/OFF.



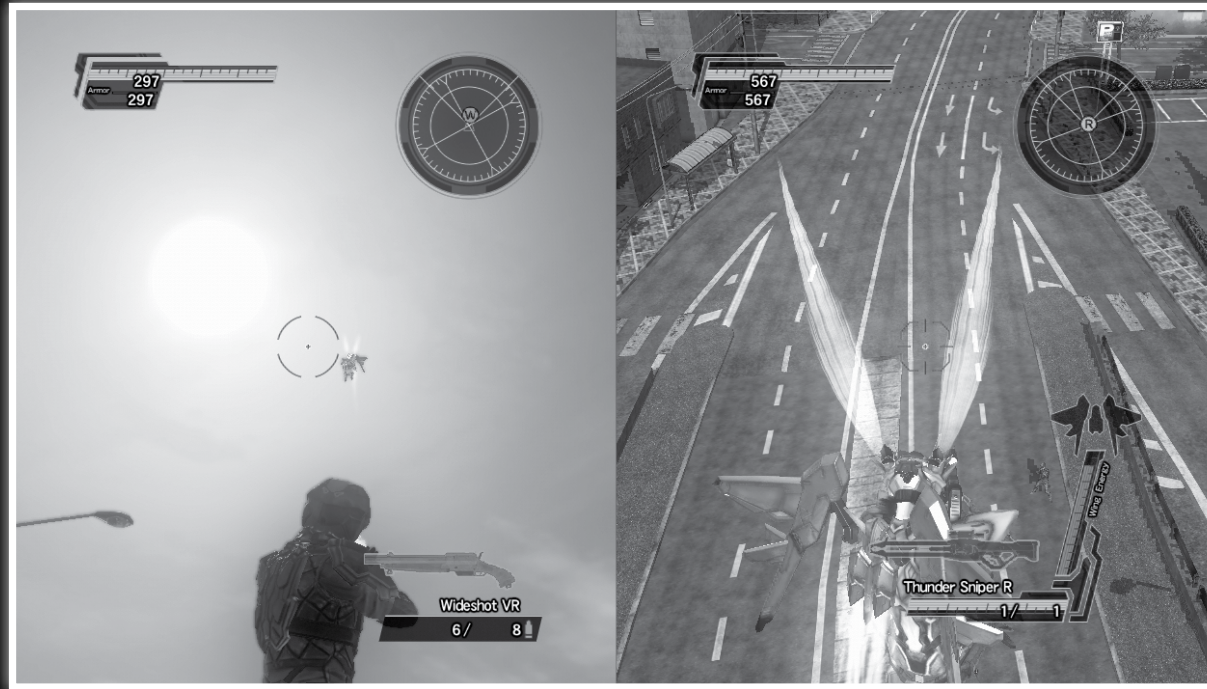
Select Set Phrase: Two phrases from the ones provided can be selected and displayed. The phrases are optional, not mandatory.

- Open Message Input: You can enter your own text to display.
3. The Room screen will be displayed.



VS. MODE

In this mode, 2 players can play on the split screen. Two controllers are needed to play.



> Start Battle

Begins the battle.

> P1 Class/Equipment

Selects the player class and equipment for player 1. You can also change the color and adjust your armor.

> P2 Class/Equipment

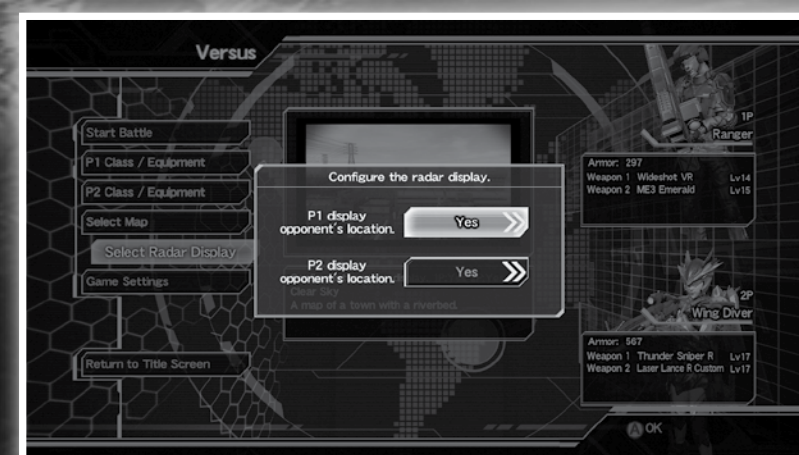
Selects the player class and equipment for player 2. You can also change the color and adjust your armor.

> Map Selection

Selects the map for battle. The weather can also be changed.

> Radar Display Selection

You can select whether or not to display the player's position on radar. Turning the radar display off is likely to have a large effect on the game's outcome.



> Game Settings

Changes the settings of the game.

TIPS / STRATEGY HINTS

> Collect armor to power up

By picking up armor, your "maximum strength" will increase. By equipping armor, there is no limit to how strong you can become. Build your character up, and then challenge yourself at a high level of difficulty.

> When in danger, take evasive action!

"Evasive action" is an extremely important technique for Rangers and Air Raiders. When things get dicey, take evasive action and avoid attacks at all costs.

ONLINE MISSION MODE HINTS

EDF

> Be careful of "friendly fire"

Weapons which affect larger areas can end up hitting allies as well. Additionally, weapons like the Rapier which widely spread their fire are dangerous. Especially when commencing fire or when in tight spaces, the players are crowded together, so care must be taken. Carelessly firing a rocket launcher may wipe out all of your allies.

> Stay close to allies

Having players split up is a good way to avoid friendly fire, but don't drift too far apart. In order to save a fallen ally, you must go to that ally's location. You should stay within range as much as possible.

> Don't fight over items

When playing as a team, "Armor" and "Weapon" items should be equally shared between all players. Who picked up the item is unimportant. Avoiding team conflict over items is important.

> Share recovery items

If even one person stays alive, you will clear the mission. Share recovery items with those who are hurt to increase their chances of survival.

> Always note the weapon level limit

The armor limit and weapon level limit is set for each mission. Each time the mission changes, check these values, and always go into battle with the best equipment.

> Watch out for air raids

"Air raids" requested by Air Raiders unleash fearsome destructive power. However, because allies can also incur damage, it can be a risky form of attack. To effectively utilize an Air Raider's air raids, leave the area immediately after an air raid is requested, and use caution to avoid getting hit.



ONLINE SETUP INFORMATION

Wired Connection Setup

Plug one end of an Ethernet cord into the back of the PS3™ system, and plug the other end into an open slot on your router or modem.

Enter Setting on the XMB™ and select System Update to update your system with the latest version of its software.

To confirm your Ethernet connection is working properly, select Internet Connection Test from within Network Settings on the XMB™.

Wireless Connection Setup

If you have an available wireless connection, you can connect your PS3™ system to the Internet without an Ethernet cord.

Enter Setting on the XMB™ and select Network Settings. Choose Internet Connection Settings, select Easy for your setting method, and then select Wireless for your connection method. Choose Scan to have your PS3™ system search for, and then display, a list of available wireless networks.

NOTE: If your router supports AirStation One-Touch Secure System LAN setup, select Automatic for your setting method. If you follow the on-screen instructions, the necessary settings will be completed automatically.

Choose your wireless network via its SSID (the network name). Select your preferred network and the type of security it uses.

If your network uses a password, select if it is a WEP or WPA then enter the password. If your network does not have a password, select None for security. Save your settings when you are finished.

To confirm your connection is working properly, select Test the Connection.

NOTE: Depending on the network environment, additional settings for PPPoE, proxy server, or IP address may be required. For details on these settings, refer to information from your Internet service provider or the instructions supplied with the network device.

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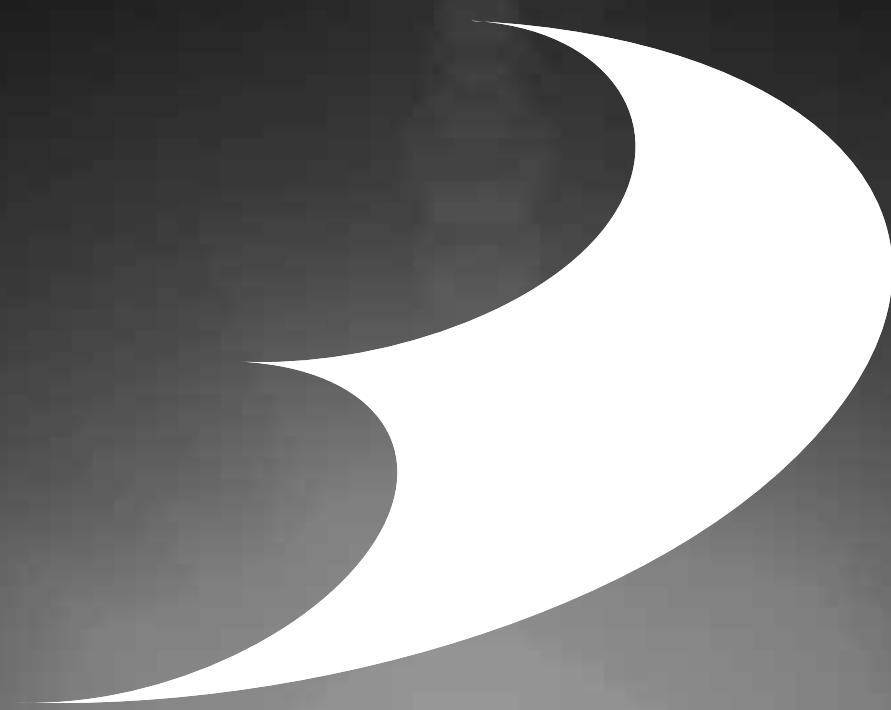
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